

For 3rd Quarter 2005

In compliance with the Children's Television regulations that became effective January 2, 1997, the **DISCOVERY KIDS ON NBC** programs feature an on-air icon indicating each program is "educational and informational" for children. This icon is displayed at the beginning of each broadcast. Also, in compliance with the new regulations, the following document, which includes "educational and informational" objectives of **DISCOVERY KIDS ON NBC**, must be placed in your public file.

Each of the programs listed below, which make up NBC's Children's Programming block, is specifically designed to serve the "educational and informational" needs of children, aged 9-14. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

There is one new show for the 3rd quarter. Based on Jon Scieszka's book series, "**Time Warp Trio**" is an animated show about the adventures of three young boys, Sam, Fred and Joe, who are transported back and forth in time through a magic book presented to Joe by his magician uncle. With each adventure, the trio is given a chance to learn important details about the history of people, places and events through time.

In addition to the new show, there are five returning shows for this quarter.

The show, "**Tutenstein**," revolves around an ancient ten-year-old boy king, Tut-Ankh-en-Set-Amun, who was mummified 3000 years ago and resurrected when his tomb was relocated to an American museum. In each episode, Tut believes he is still the Pharaoh and Ruler of the world, and he learns about getting along with others and controlling his egocentric impulses.

There are two reality-type programs, "**Endurance**" and "**Trading Spaces**," which demonstrate how skill and teamwork are combined to accomplish a goal. In these shows, the real-life example is instructional. "**Endurance**" follows several teams over 13 weeks of competition, culminating in success for the team that has mastered both strategy and skill to endure the longest. "**Trading Spaces**" follows two teams of boys and girls as they redesign and decorate their friends' rooms to reflect their interests and hobbies. They learn construction planning, carpentry, and design principles as they concoct the bedroom of their friends' dreams.

"**Jeff Corwin Unleashed**" is a non-fiction nature program that follows the naturalist and ecologist, Jeff Corwin, all over the world as he explains how ecological balance is essential to sustaining species and our entire planet.

"**Darcy's Wild Life**" is a live-action fiction program, which embeds factual information within the context of a narrative story. It follows the development of 15-year-old Darcy Fields whose mother, a famous movie actress, decides to move them from Malibu to rural Idaho to raise Darcy in a "normal" environment. What her mother considers normal is a culture shock for Darcy as she is forced to give up the posh life of a star to live on a farm. Darcy learns how to survive and thrive in a rural environment. She develops new relationships, learns to care for a variety of animals, and even gets a part-time job as she adjusts to her new life at the farm.

All shows were developed specifically with the pre-adolescent and young adolescent child in mind. Each program was supported by a team composed of the creative personnel (producers and writers), an educational consultant, and several technical consultants appropriate to the requirements of each show. The technical consultants verified all the factual content that was presented in each program. The educational consultant worked with the creative team to match the content to the appropriate level of comprehension for the target audience and to develop age-appropriate themes for learning within each episode of every program. All of the educational content was integrated into the action and movement of each episode so that the entertainment and education would be interdependent and present throughout each episode.

For 4th Quarter 2005

There is one new show for the 4th quarter: “**29 Down.**”

“**29 Down,**” is a live-action fiction show about a group of ten young boys and girls and a camp counselor are stranded on a remote island in the South Pacific, when their plane, 20 DWN makes a crash landing. With only each other as company, they learn invaluable life lessons as they struggle to get along, support each other, and survive.

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3rd Quarter:

TUTENSTEIN is a resurrected ten-year-old boy mummy who thinks that he is still King Tut-Ankh-en-Set-Amun, Pharaoh and Ruler of the world. Little does he understand that three millennia have passed and everything around him has changed. The show’s educational content includes Egyptology and socio-emotional messages. Egyptology is presented through the introduction of historically accurate depictions of myths, legends, demons and gods. In each story Tut and his sidekicks, Cleo and her cat, Luxor, have an adventure where the ancients are resurrected as allies or enemies in a conflict that takes place in modern times. Most of the social-emotional lessons revolve around learning to plan, being less selfish, and considering the consequences of impulsive behavior. Cleo is usually the voice of reason for Tut, as she is the one who has to problem-solve their way out of each escapade they encounter.

TIME WARP TRIO is about three curious boys – Fred, Sam and Joe – who are transported through time via a mysterious magic book that is presented to Joe by his magician uncle. The Book warps the boys backward or forward in time where they experience extraordinary adventures while searching for the magical book that can warp them back home. When they go to the past, they participate in making history. When they go to the future, they come face to face with their own great-granddaughters – Freddi, Samantha and Jodie – who inherited The Book from the boy’s descendants. Sometimes, all the kids show up in the same time warp and help each other outsmart their adversaries so they can warp back home. Each episode contains interesting historical facts and a key historical takeaway, blending information with action and fun to appeal to the target audience.

TRADING SPACES: BOYS VS. GIRLS is where boys and girls get to show how well they know each other, how effectively they can manage a budget, and how skillfully they can execute a design plan. Each week a boy or girl is given two days and \$5000 dollars to complete a renovation of their partner’s “room.” The space might be a bedroom, a recreation room, or a clubhouse; but the “designer” has to first show his or her knowledge of the other person’s preferences, hobbies and lifestyle to come up with a good design. Next, the challenge of balancing the budget and figuring out the renovation process begins. Participants learn measurement, spatial reasoning, and principles of aesthetic design as they go through the experience. In the end, they find out if their knowledge and perception of their partner was on or off base.

JEFF CORWIN UNLEASHED has one overarching goal: to show the audience the importance of ecological balance and wildlife conservation. Every episode features the naturalist and environmentalist, Jeff Corwin, on his worldwide travels. Jeff is a “no frills” traveler, interested in documenting and sharing with the audience an abundance of information about animal habitats, zoology, species evolution, and ecosystems. In each episode, the viewers see Jeff go deep into forests, swamps, deserts, mountains, and rivers to find unusual and rare animals from different countries. He always goes right to the original habitat, pointing out historical facts along the way, so the audience not only understands where the animals live, but how and why the animals exist in their particular ecosystem.

DARCY’S WILD LIFE follows the life of 15-year-old Darcy Fields, the pampered daughter of a top Hollywood movie star who is plucked out of a life of limos, movie premieres and world-class restaurants to live the simple life in rural Idaho. Darcy’s initial resentment gives way to optimism as she makes new friends and becomes a part of the community. The educational goal of the program is for the main character, Darcy, to model the learning process as she adjusts to a new environment that is the complete

antithesis of her old life. Darcy comes to a deeper understanding of herself, the value of relationships, and the insignificance of material things. The viewer also learns about the care and treatment of a variety of animals that live on farms or in the wild.

ENDURANCE is an engrossing program that shows the target audience succeeding at several different physical, intellectual and strategic challenges in order to win a fabulous travel prize. Each of the 12 competitive challenges is a metaphor for the challenges the target audience will face in real life. In addition, there are strategic challenges based on ten character traits that are important for success. Contestants must estimate probabilities and beat the odds. Overall, the competition balances luck or fate against personal effort so that the contestants learn to balance intellect with intuition to develop their winning strategy. Narration and interviews during each episode trace the emotional growth and insights of the contestants. The show emphasizes how the experience of protracted competition and teamwork teaches both social skills and life skills for achieving success with your goals.

4th Quarter:

29 DOWN is the name of the small, chartered plane that carries a group of 11 across the South Pacific for an eco-camping class trip to a desert island in Micronesia. Before they can join the rest of their class at the destination, 29 DWN malfunctions and the pilot/camp counselor has to make an emergency crash landing on a remote island somewhere in the South Pacific. With nothing but their camping gear, a limited supply of resources, and each other, the group tries to come to grips with the situation that challenges them, through intelligence and instinct. As they confront the false perceptions they have of themselves and one another, the group realizes that they must learn how to live and work together in order to survive. The show carries a powerful social-emotional message that draws upon the complexities of human behavior and social relationships, in which adolescents struggle to define themselves and their roles in a social group, while learning how to work together to deal with the challenges of the harsh reality that faces them.

Children's Programming Commercial Limitations:

The following is a list of the amount of commercials allowed into KOMU-TV children's programming. The programs are formatted so that additional commercial time cannot fall into the programs deemed educational and informational.

Wild About Animals	3:30
Jack Hanna's Animal Adventures	5:00
Critter Gitters	3:00

The NBC/Discovery Kids programs which are designated as educational and informational allow 1:00 of local advertising time. These programs are:

Tutenstein
Time Warp Trio
Trading Spaces: Boys vs. Girls
Jeff Corwin Unleashed
Endurance
Darcy's Wild Life

CERTIFICATION
CHILDREN'S PROGRAMMING

This is to certify that KOMU-TV, as a standard practice, formats all of its children's programming for children 16 and under, or for children 12 and under, including programs provided through the network (NBC) and syndicated programs acquired by KOMU-TV, so that all such programming fully complies with the statutory limits of commercial content.

Date: 10/6/05

Walt Jett

Programs designated for children 16 and under:

Tutenstein
Time Warp Trio
Trading Spaces: Boys vs. Girls
Jeff Corwin Unleashed
Darcy's Wild Life
Endurance
Wild About Animals
Critter Gitters
Jack Hanna's Animal Adventures